

AP Psych: List of Confusing Pairs

Independent Variable (what is tested) v. Dependent Variable (what is measured)

Experimental Group (group that is tested) v. Control Group (compared to the experimental, receives the placebo in a drug experiment)

Random Sample (those participating in the study) v. Random Assignment (assigning the members of the sample to either the control group or experimental group)

Left brain (language and logic) v. Right brain (creative and spatial)

Corpus Callosum (divides the brain) v. Cerebral Cortex (covers the brain)

Sympathetic Nervous System (“fight or flight”) v. Parasympathetic (calming – parachute)

Neurotransmitters (in the nervous system) v. Hormones (in the endocrine system)

Lateral Hypothalamus (stimulates hunger) v. Ventromedial Hypothalamus (suppresses hunger)

Broca’s Area (makes words) v. Wernicke’s Area (comprehends words)

Broca’s (left frontal lobe, language production) v. Wernicke’s (left temporal lobe, language comprehension)

Identical Twins (same fertilized egg) v. Fraternal Twins (two separate eggs)

Afferent neurons (sensory, body to brain) v. Efferent neurons (motor, brain to body)

Assimilation (all four-legged animals are “doggies”) v. Accommodation (“doggies” are different than “kitties”)

Concrete operations (logical thinking) v. Formal operations (philosophical thinking)

Sensation (bottom-up processing) v. Perception (top-down processing)

Rods (night vision, more rods are at the periphery of the retina) v. Cones (color vision, more cones in middle of the retina)

Classical conditioning (involuntary, link two stimuli) v. operant conditioning (voluntary, link a behavior with a consequence)

Primacy effect (first items remembered) v. Recency effect (last items remembered)

Proactive interference

Old memories screw up newer memories

Retroactive interference

New memories screw up old memories

Implicit memory (non-declarative; skills, procedural memory) v. Explicit memory (declarative, facts)

Recall memory (no cues) v. Recognition memory (some hints)

Algorithms (step-by-step, takes longer) v. Heuristics (rule-of-thumb or intuitive, takes less time)

Representative heuristics (stereotypes or prototypes) v. Availability heuristics (based on available info)

Phonemes (basic sound units, ex: "ch") v. Morphemes (basic units of meaning, ex: "-ology")

Fluid Intelligence (processing speed) v. Crystallized Intelligence (acquired knowledge)

Validity (test measures what it should) v. Reliability (same scores on a retest)

Achievement test (what you've learned) v. Aptitude test (potential)

Intrinsic motivation (for personal satisfaction) v. Extrinsic motivation (for rewards)

Internal locus (you control the environment, more optimistic) v. External locus (environment controls you, less optimistic)

Lithium (treats bi-polar) v. Librium (treats anxiety)

Type A (high stress, higher risk of heart disease) v. Type B (low stress)

Agonist (A drug that binds to receptor of a cell in the synapse and triggers a response - mimics the action of a naturally occurring substance) v. Antagonist (acts against and blocks an action)